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1 An Unclever Time-Sharing System

Caxton C. Foster

January 1971

ACM Computing Surveys (CSUR), Volume 3 Issue 1

Full text available:

Additional Information: [full citation](#), [abstract](#), [refe](#)

This paper describes the internal structure of a time-sharing system in some detail. This system is intended for use in a university type environment where there are many short jobs that will pro can serve as a useful introduction to the problems encountered by the designers of any time-shari

2 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997

Proceedings of the 1997 conference of the Centre for Advanced Studies o

Full text available:

Additional Information: [full citation](#), [abstract](#), [refe](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on proce execution of the application. The visualization tool we use is Poet, an event tracer developed at th and do not provide the user with the desired overview of the application. In our experience, such 1

3 Interactive Editing Systems: Part II

Norman Meyrowitz, Andries van Dam

September 1982

ACM Computing Surveys (CSUR), Volume 14 Issue 3

Full text available:

Additional Information: [full citation](#), [references](#), [citing](#), [ind](#)

4 The early history of COBOL

Jean E. Sammet

January 1978

ACM SIGPLAN Notices , The first ACM SIGPLAN conference on History of I

Full text available:

Additional Information: [full citation](#), [abstract](#), [refe](#)

This paper discusses the early history of COBOL, starting with the May 1959 meeting in the Penta initial version of COBOL, and continuing through the creation of COBOL 61. The paper gives a deta the first official version, namely COBOL 60. The major inputs to COBOL are discussed, and there is

5 Abstract state machines capture parallel algorithms

Andreas Blass, Yuri Gurevich

October 2003

ACM Transactions on Computational Logic (TOCL), Volume 4 Issue 4

Full text available:

Additional Information: [full citation](#), [abstract](#), [refe](#)

We give an axiomatic description of parallel, synchronous algorithms. Our main result is that even machine with a background that provides for multisets.

Keywords: ASM thesis, Parallel algorithm, abstract state machine, postulates for parallel comput

6 Illustrative risks to the public in the use of computer systems and related technology

Peter G. Neumann

January 1996 **ACM SIGSOFT Software Engineering Notes**, Volume 21 Issue 1

Full text available:  pdf(2.54 MB)

Additional Information: [full citation](#)

7 Acquiring core meanings of words, represented as Jackendoff-style conceptual structures, from

Jeffrey Mark Siskind

June 1990

Proceedings of the 28th conference on Association for Computational Linguistics

Full text available:

 pdf(705.29 KB)  [Publisher Site](#)

Additional Information: [full citation](#), [abstract](#), [reference](#)

This paper describes an operational system which can acquire the core meanings of words without human encounters. The system is given as input, a description of sequences of scenes along with sentences. It produces as output, a lexicon consisting of the category and meaning of each word in the input, the

8 Contention resolution with constant expected delay

Leslie Ann Goldberg, Philip D. Mackenzie, Mike Paterson, Aravind Srinivasan

November 2000 **Journal of the ACM (JACM)**, Volume 47 Issue 6

Full text available:  pdf(388.69 KB)

Additional Information: [full citation](#), [abstract](#), [reference](#)

We study contention resolution in a multiple-access channel such as the Ethernet channel. In the paper, we assume that the messages are generated according to a Bernoulli distribution with generation rate up to about 1/10.


Keywords: Markov chains, contention resolution, ethernet, multiple-access channel

9 Human-computer interface development: concepts and systems for its management

H. Rex Hartson, Deborah Hix

March 1989

ACM Computing Surveys (CSUR), Volume 21 Issue 1

Full text available:  pdf(7.97 MB)

Additional Information: [full citation](#), [abstract](#), [reference](#)

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing a user interface, including representation, design, implementation, execution, evaluation, and maintenance. This survey presents a taxonomy of human-computer interface management, including independence, structural modeling, representation, interactive tools, rapid prototyping, development, and evaluation.

10 SpeechSkimmer: a system for interactively skimming recorded speech

Barry Arons

March 1997

ACM Transactions on Computer-Human Interaction (TOCHI), Volume 4 Issue 1

Full text available:  pdf(1.03 MB)

Additional Information: [full citation](#), [abstract](#), [reference](#)


Listening to a speech recording is much more difficult than visually scanning a document because of the richness of speech, yet it is difficult to directly browse the stored information. This article describes a system for allowing a user to navigate and interactively find information in the audio domain. This article describes the design and implementation of the system.

Keywords: audio browsing, interactive listening, nonspeech audio, speech as data, speech skimming

11 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art

Computer Graphics staff

September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3

Full text available:  pdf(9.03 MB)

Additional Information: [full citation](#), [references](#)

12 An interactive graphical display monitor in a batch-processing environment with remote entry

Alan H. Bond, Jerry Rightnour, L. Steven Coles

November 1969

Communications of the ACM, Volume 12 Issue 11

A graphic monitor program is described. It was developed at Carnegie-Mellon University for the CI with remote entry. The existing G21 system and the graphics hardware are described. The graphic managerial capability over the graphical system in response to commands from the human user. I i ...



Keywords: design of graphical system, graphic interface, graphic monitor, graphics, graphics in t

13 Innovative system-level design environment based on FORM for transport processing system

K. Higuchi, K. Shirakawa

February 1998

Proceedings of the conference on Design, automation and test in Europe

Full text available:  pdf(115.71 KB)  Publisher Site

Additional Information: [full citation](#), [abstract](#), [refe](#)

This paper presents a system-level design environment for data transport processing systems. In defining data structures and their related actions, without considering detailed timing. In addition, descriptions by a dedicated RTL generator. Thus, using lower-level EDA tools, actual hardware can


Keywords: Formal specification, System design, Transport processing system, RTL generation, S

14 Abstract interaction tools: a language for user interface management systems

Jan Van Den Bos

April 1988

ACM Transactions on Programming Languages and Systems (TOPLAS), v

Full text available:  pdf(2.45 MB)

Additional Information: [full citation](#), [abstract](#), [refe](#)

A language model is presented for the specification of User Interface Management Systems. The n hierarchy of interaction objects. Each object represents a subtree and can be considered as an abs input pattern. The hierarchy of specifications amounts to a system of syntactical productions with

15 Design of a microprogramming language

Gérard L.M. Noguez

September 1973

Conference record of the 6th annual workshop on Microprogramming

Full text available:  pdf(862.03 KB)

Additional Information: [full citation](#), [abstract](#), [refe](#)


This paper attempts to define some of the fundamentals of a high level microprogramming language process parallel orders. These tools are based on an uniform tree structure issued from the structu normal data sets. There is no "GO TO" or "ASSIGN" statements. An instruction segment is written

16 A logical theory of concurrent objects

José Meseguer

September 1990

ACM SIGPLAN Notices , Proceedings of the European conference on object systems, languages, and applications, Volume 25 Issue 10

Full text available:  pdf(2.04 MB)

Additional Information: [full citation](#), [abstract](#), [refe](#)

A new theory of concurrent objects is presented. The theory has the important advantage of being oriented computation exactly corresponds to logical deduction. This deduction is performed by con and identity that capture abstractly the essential aspects of communication in a distributed object.

17 The structure of the "THE"-multiprogramming system

Edsger W. Dijkstra

May 1968

Communications of the ACM, Volume 11 Issue 5

Full text available:  pdf(852.57 KB)

Additional Information: [full citation](#), [citations](#)

Keywords: cooperating sequential processes, input-output buffering, multiprocessing, multiprogr program verification, real-time debugging, synchronizing primitives, system hierarchy, system lev

Full text available:  [pdf\(221.51 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [refe](#)

We describe **ITS4**, a tool for statically scanning C and C++ source code for security vulnerabilities new middle ground between accuracy and efficiency. This method is efficient enough to offer real-negatives. Unlike other techniques, our method is also simple enough to scan C++ code despite th

Keywords: Buffer overflows, race conditions, security analysis

19 Basic elements of COBOL 61

Jean E. Sammet

May 1962 **Communications of the ACM**, Volume 5 Issue 5

Full text available:  [pdf\(1.70 MB\)](#)



Additional Information: [full citation](#), [references](#), [citations](#)

20 Natural language dialogue service for appointment scheduling agents

Stephan Busemann, Thierry Declerck, Abdel Kader Diagne, Luca Dini, Judith Klein, Sven Schmeier

March 1997

Proceedings of the fifth conference on Applied natural language processing

Full text available:  [pdf\(905.48 KB\)](#)  [Publisher Site](#)

Additional Information: [full citation](#), [abstract](#), [refe](#)

Appointment scheduling is a problem faced daily by many individuals and organizations. Cooperati order to extend the circle of participants as far as possible we advocate the use of natural languag language server for existing appointment scheduling agent systems. COSMA can cope with multipl

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